## Subject: Re: Single Player Maps
Posted by Zion on Mon, 04 Jun 2007 09:29:44 GMT

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Don't add the lvl file either, or <mapname>.ddb unless you temped new presets. The only file you need is <mapname>.ldd and the orignal .mix file already in the server, then load the .mix map. The new .ldd file overrides the one already in the .mix package and will load your mod with it. You don't need any other file unless you need it.